

Claims

1. A method for providing entertainment to a portable device, said method including the steps of:

5 receiving location information related to said portable device;

providing challenges associated with a game to a user of a wireless

communication;

providing rewards in response to answers based upon the location of said portable device.

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2. The method of claim 1 wherein said game is downloaded to said portable device.

3. The method of claim 1 further including a step of receiving a response
15 from said user as the user observes an item near the location of said portable device.

4. The method of claim 1 further including a step of generating a count when said user comes within a specified distance to the item for a specified amount of time.

20 5. The method of claim 4 wherein said specified distance comprises a distance enabling the user to read the information contained at a predetermined location.

6. The method of claim 5 wherein said information comprises visually detectable information.

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7. The method of claim 5 wherein said reward is determined by the time of day and amount of time spent at said predetermined location.

8. The method of claim 1 further comprising a second user having a second
30 portable device.

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9. The method of claim 1 further including a step of deducting points based upon the location of the portable device at predetermined undesirable locations.

10. The method of claim 1 further including a step of providing coupons from
5 sponsors of said game based on said answers.

11. A method for providing entertainment to a portable device, said method including the steps of:
providing a wireless communication system in a vehicle, said wireless
10 communication system communicating with a wireless communication device;
receiving location information related to said wireless communication device;
providing challenges associated with a game to a user of a wireless
communication from a remote network by way of said wireless communication system;
providing rewards in response to answers based upon the location of said wireless
15 communication device.

12. The method of claim 11 wherein said game is downloaded to said wireless communication network.

20 13. The method of claim 11 further including a step of receiving a response from said user as the user observes an item near said vehicle.

14. The method of claim 11 further including a step of generating a count when said user comes within a specified distance to the item for a specified amount of
25 time.

15. The method of claim 14 wherein said specified distance comprises a distance enabling the user to read the information contained at a predetermined location.

16. The method of claim 15 wherein said reward is determined by the time of day and amount of time spent at said predetermined location.

17. The method of claim 11 further comprising a second user having a second
5 wireless communication device communicating with said wireless communication network.

18. The method of claim 11 further including a step of providing coupons to
10 sponsors of said game based on said answers.

19. The method of claim 11 further comprising multiple vehicles communicating
by way of a wireless communication system to play against each other.

20. A method for providing entertainment to a wireless communication
15 system, said method including the steps of:
providing a wireless communication system in a vehicle, said wireless
communication system communicating with an entertainment counsel in said vehicle;
receiving location information related to said vehicle;
providing challenges associated with a game to a user of said entertainment
20 counsel from a remote network by way of said wireless communication system;
providing rewards in response to answers based upon the location of said vehicle.

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